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MAD GADGET
GADGET
LOST IN TIME
AMIGA 500/600 /1200 COMPATIBLE

GADGET LOST IN TIME

How to play the greatest game in history!

Installing and running *Gadget Lost In Time* is easy - just make sure you follow the right instructions for your type of computer!

LOAD

AMIGA INSTRUCTIONS

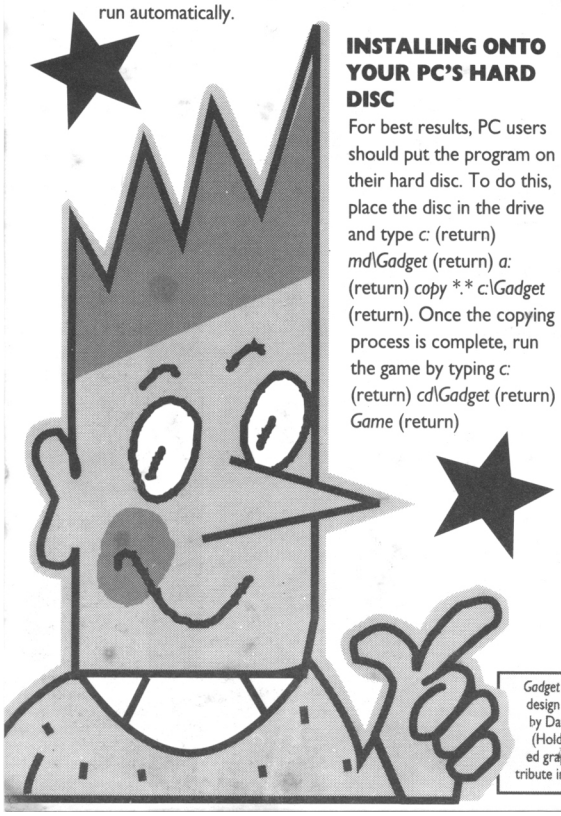
Make sure your computer is turned off. Insert the disk into the drive then switch the computer on. ***Gadget Lost In Time*** will load and run automatically. Before playing, make sure your joystick is in port two.

PC INSTRUCTIONS

Place the disk in the A drive. Type *a:* and press return. Now type *Game* and press return. ***Gadget Lost In Time*** will load and run automatically.

INSTALLING ONTO YOUR PC'S HARD DISC

For best results, PC users should put the program on their hard disc. To do this, place the disc in the drive and type *c:* (return) *md\Gadget* (return) *a:* (return) *copy *.* c:\Gadget* (return). Once the copying process is complete, run the game by typing *c:* (return) *cd\Gadget* (return) *Game* (return)



AIM

You must guide *Young Telegraph*'s bafflingly brainy boy boffin, Mad Gadget through 10 perilous time zones. Hidden somewhere in each zone is a crystal to power his time machine into the future and onto the next level. But before Gadget can get the crystal he must hunt out and answer five tricky teasers about the period of history he's in. Turn over and find out more!

FIRE

TAKE CONTROL!

U: Summon a gadget/put a gadget away
CTRL: Fire a flattened baddy/activate a gadget/throw something away
↑: Jump
↓: Go through a door or window/activate a question/pick something up
←: Left
→: Right
H: Pause
Esc: Quit
F5: Displays off for slower PCs
F6: 70Hz/35Hz over-ride autoselect
F7: Sound effects on/off
F8: Music on/off

EPILEPSY WARNING!

If you or anyone in your family has epilepsy, don't play any computer game until you have talked to your doctor. When playing a game, sit well back from the TV screen and do not play in a dark room. If you become dizzy, your muscles twitch or you feel unwell, turn the game off and don't play again until you've seen your doctor.

YOUNG Telegraph

ONLY IN *THE DAILY TELEGRAPH* EVERY SATURDAY

Gadget Lost In Time is an ESP development for Two-Can Publishing. Project director Lois Love. Game design by Ron Harris. Edited by Paul Dawson and Jason Page. Researched by Paul Foster. PC programming by Dave Box. Amiga Conversion by Synergy. Art by Lynne Carver and Jabba. Mad Gadget © Chris Winn (Holdings) Limited 1993, *Gadget Lost In Time* © Two-Can Publishing 1993, software and computer-generated graphics © ESP 1993. It is a criminal offence to sell, hire, offer or expose for sale, or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Each time zone is very different but to get you off to a good start, here are a few of the things you'll meet in level one. After that, you're on your own!

PLAY THE GAME

MAD ABOUT GADGET

NAME: Mad Gadget
PET: Splig the dog
OCCUPATION: Young *Telegraph*'s whiz kid inventor
LIKES: inventing new gadgets and annoying his sister
DISLIKES: crusts and people who say "My, haven't you grown"

ANACHRONISMS are bad dudes who have run out of time. They're trapped in the wrong time zone, floating around and generally getting in the way. Send 'em back where they belong!

BAD GUYS come in all shapes and sizes. Squash them by jumping on their heads then pick them up – they make deadly frisbees!

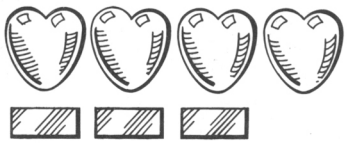
Collect all the BONUSES in each zone for an extra life – but only after you've completed the level!

GADGET'S GADGETS

Gadget has a different invention to help him in each time zone. Some only work at certain times – if Gadget can't use a gadget he'll shake his head.

DinoLand – Remote control lift operator
Ancient Egypt – Bandage-firing first aid gun
Ancient Greece – Pop-up shaving mirror
Viking Invasion – Solar-powered brolly-copter
Medieval England – Fire extinguisher
Feudal Japan – Superglue gun
Age of Machines – Repairo-spanner
The Roaring '20s – Crafty mask disguise
Moon Mission 1972 – Power-driven pogostick
2020 The Green Zone – Super sucker-pump

THE QUESTIONS Gadget has to find and answer are disguised as different surprises on each level. In DinoLand, before he can crack the question, he has to crack open these dinosaur eggs.



Gadget starts each game with FOUR LIVES. Every time he is hit he loses one energy bar – lose all three and he loses a life. Earn a free 1-Up by scoring 20,000 points or collecting bonuses.

Free the CRYSTAL on each level by answering five questions. Then take it back to the Time Machine and power Gadget into the future and on to the next level.

LEVEL BOSSES

Beware! Just when you think you've finished a level you may be in for a nasty surprise. Some of the crystals are guarded by seriously powerful mega monsters. Time to use one of Gadget's gadgets!

You can check out the further adventures of Mad Gadget each week in *Young Telegraph*, the ace rave read only in *The Daily Telegraph* every Saturday. If you've never seen *YT* and you'd like a free copy or if you want some tips and cheats for the game, write to Mad Gadget, *Young Telegraph*, 346 Old Street, London EC1V 9NQ.

Whiz kid inventor, Mad Gadget, has created his finest gizmo yet - the Gadgetron Time Machine.

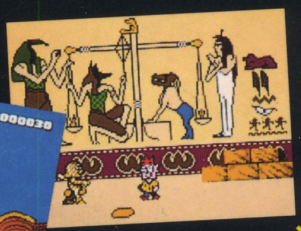
Unfortunately, on his first ever time-warp test drive the brilliant boy boffin got a little carried away. 100 million years to be precise!

Now he's clean out of juice and trapped in the past. His only hope is to hop through the centuries searching for fuel to power his machine homeward. Otherwise he's HISTORY!

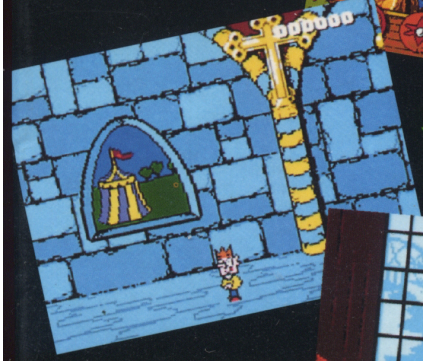
Where is he now?

Crash into ten different thrill-filled time zones where you'll find **dangerous dinosaurs, battles with storming Norman invaders, a moonwalking tour of an Apollo mission...** and much, much more.

FIGHT
the Vikings hand to hand on the high seas!



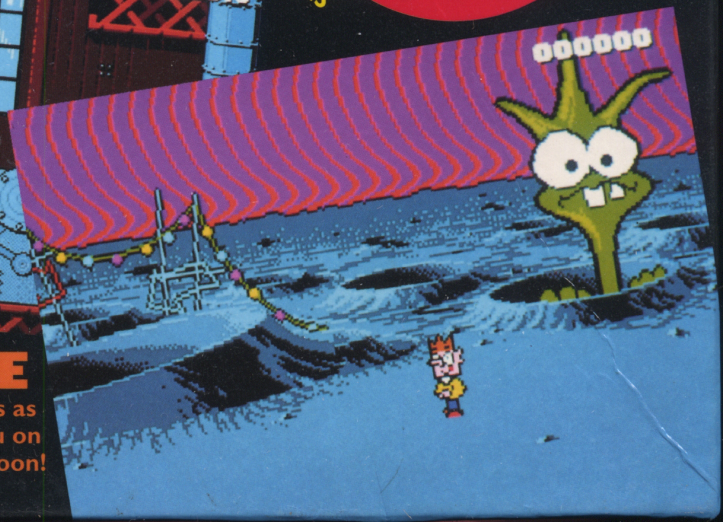
MOW DOWN
mummies in the magic pyramid!



JOKE
with jesters and dodge the dragons!

SUITABLE FOR AGES EIGHT AND UP

Don't miss Mad Gadget every week in Young Telegraph. Only in The Daily Telegraph every Saturday.



POWER
your way to success in the world of machines!

A YOUNG Telegraph GAME

ESCAPE
the evil aliens as they attack you on the moon!

TWO-CAN PUBLISHING

ESP Electronic Sound & Pictures

Screen shots are only intended to be illustrative of game play. Screen graphics vary considerably between formats in quality and appearance and are subject to the computer's specifications.